Dance Dance Revolution SuperNOVA2™

EVERYONE 10+

CONTENT RATED BY ESRB

KONAMI

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation 2 system.
  Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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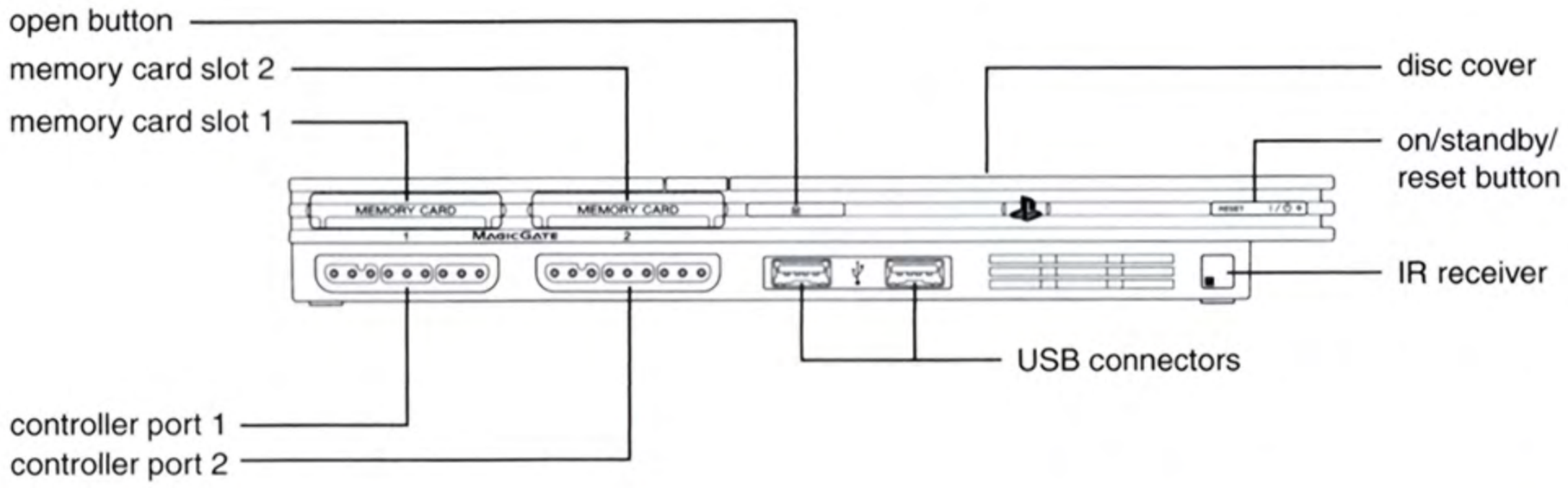
INTRODUCTION

Thank you for purchasing Konami's **Dance Dance Revolution SuperNOVA2**. For best results, we recommend you read through this manual prior to playing the game.

Konami is constantly striving to improve the quality of its products to give our customers the best gaming experience possible. As a result, there may be some slight differences between versions of the same product, depending on when and where you played the game.

Dance Dance Revolution SuperNOVA2 is an original game product created by Konami Digital Entertainment, Co., Ltd. The parties reserve, jointly or individually, the copyrights and other intellectual property rights with respect to this game product. This product is licensed for private, non-commercial use only. Any other use is strictly prohibited without the expressed, written permission of Konami Digital Entertainment, Inc. and Konami Digital Entertainment Co., Ltd.

GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in the manual. Check that the system is turned on (the on/standby indicator is green). Insert the **Dance Dance Revolution SuperNOVA2** disc in the system with the label side facing up. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

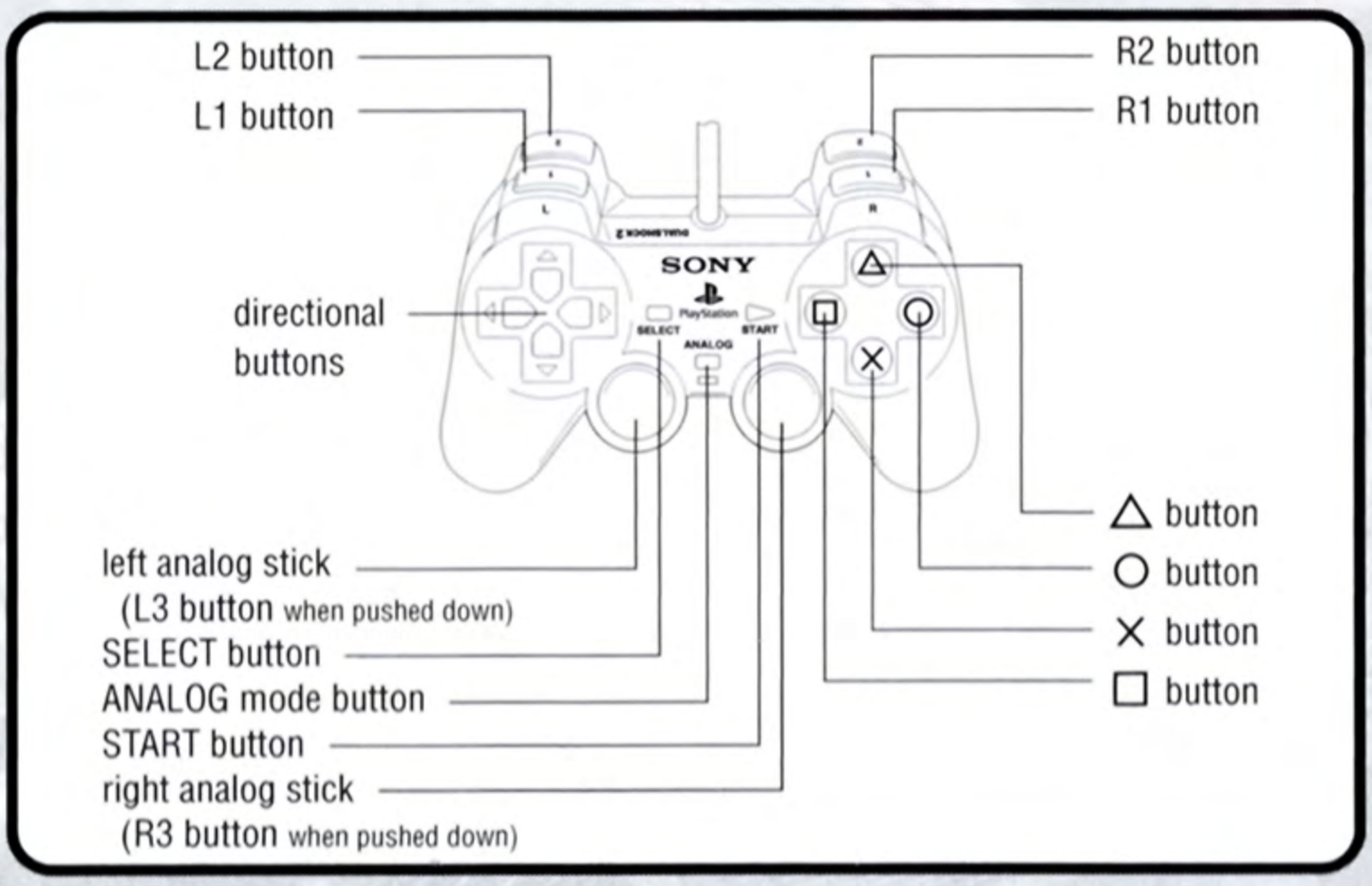
MEMORY CARD (8MB)(FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 computer entertainment system. You can load saved game data from the same card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

NOTE: Dance Dance Revolution SuperNOVA2 uses at least 175 KB of memory card data to save each game. Make sure there is enough free space on your memory card before starting play. Do not insert or remove a memory card while saving/loading games or after the power has been turned ON.

USING THE CONTROLLER

DUALSHOCK®2 ANALOG CONTROLLER



BASIC GAME CONTROLS

MENU CONTROLS

These buttons control up, down, left and right movements ..... ↑ ↓ → ← Directional buttons
Up / Cancel ..... △ button
Right / Confirm Selection ..... ○ button
Down / Confirm Selection ..... × button
Left ..... □ button

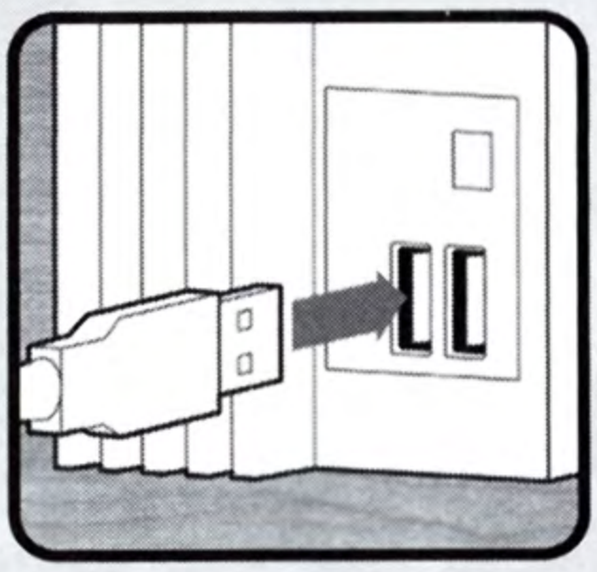
Note: The following buttons are used in EDIT MODE. See page 14.

EDIT MODE details ..... L1, L2, R1, R2 buttons
Cancel ..... SELECT button
Start Game & QuickMenu ..... START button
Resets the current game and returns to the Title Screen ..... START + SELECT buttons

Pressing the SELECT button while pressing the START button during the game will return you to the Title Screen. The red mode indicator on the controller will not light, regardless of the setting in the Option Window.

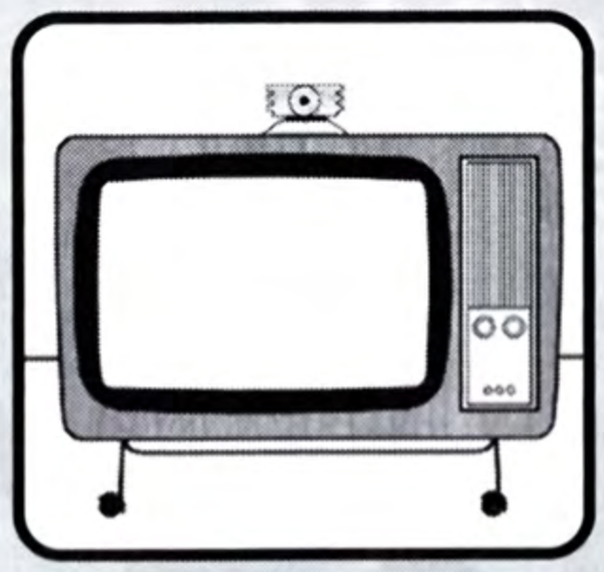
NOTE: Some button functions may be different depending on the mode you are playing. Follow the on-screen instructions or refer to the other sections in this instruction manual for more information.

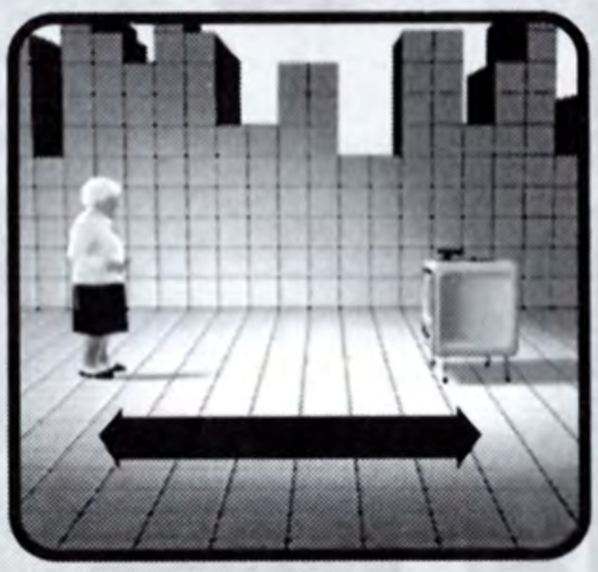
USING THE EYETOY™ USB CAMERA (FOR PLAYSTATION®2)



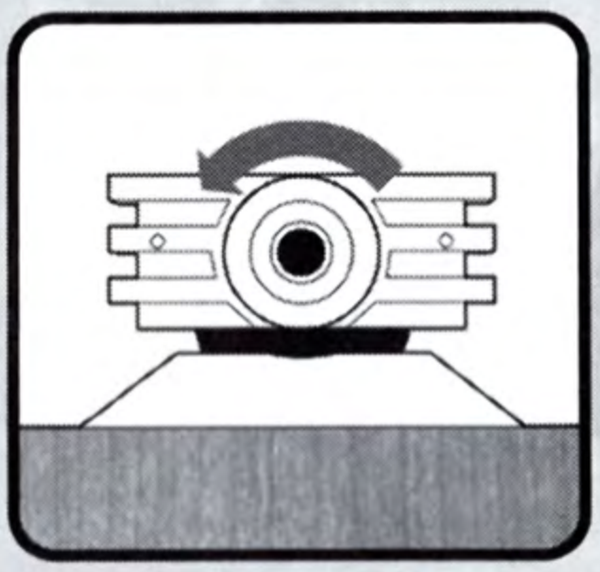
1. Insert the EyeToy™ USB camera (for PlayStation®2) into either the upper or lower USB connector on the front of the console. The LED power indicator (blue) should be on.

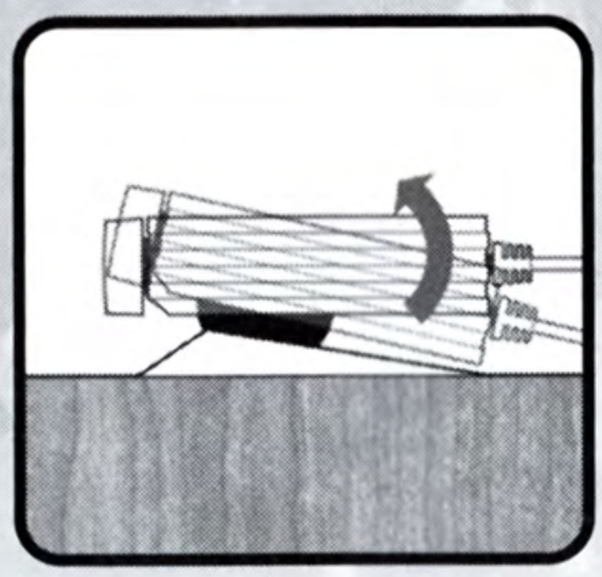
2. Place the camera on top of or immediately below your television and stand back between 5 to 7 feet.





3. Rotate the manual focus ring to focus the lens. Try to ensure that your body shape is clearly defined on the screen. If your television is positioned on the floor, simply tilt the EyeToy™ USB camera (for PlayStation®2) upwards. If the EyeToy™ USB camera (for PlayStation®2) is too high, tilt it downwards. You can also swivel the camera base left and right to reposition the camera.





NOTE: Players of different heights should tilt the angle of the camera for extra convenience. DO NOT move the whole camera, just tilt it gently.

TIP: By all means find a waving style that suits you, but it is recommended to wave with your fingers apart as this creates more motion feedback.

TIP: Make sure that there is no movement in the background as background motion may hinder gameplay.

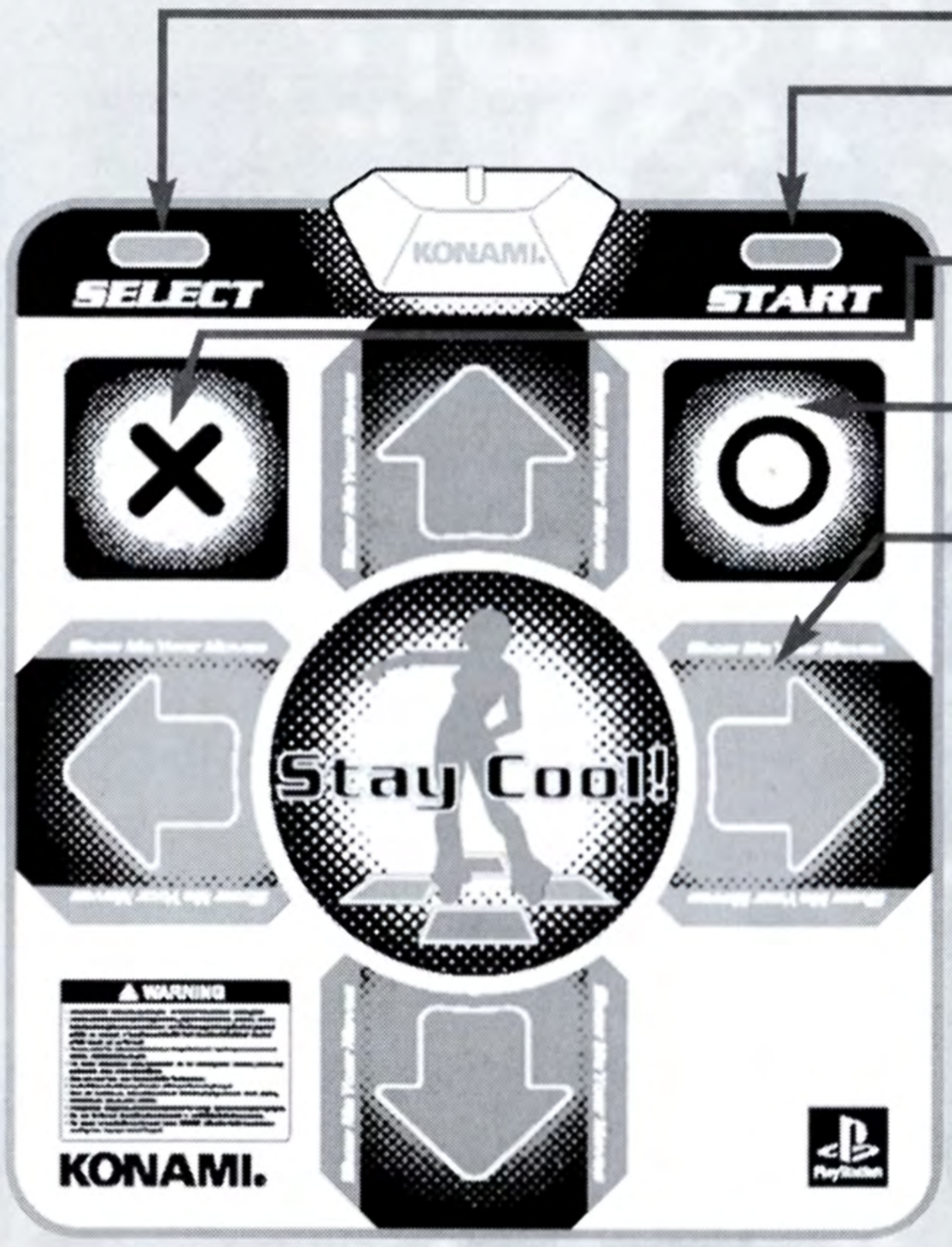
TIP: Make sure you have enough room to play. Consider the space around you and watch out for shelves, doors, walls, pets and above all, other people.

USING THE DANCE DANCE REVOLUTION® CONTROLLER

⚠ CAUTIONS: PLEASE READ BEFORE PLAYING ⚠

- Please read the manual included with the DDR Controller in addition to this manual before use.
- The DDR Controller should be used with care to avoid injury. Konami will not be liable from injuries resulting from improper use of the DDR Controller.
- Bare feet should be used to operate the DDR Controller. Do not use with shoes or stocking feet.
- Persons with heart and respiratory problems, physical impairments (such as, but not limited to, back, joint, foot, musculature, and circulatory problems) that limit physical activity, are pregnant, or have been advised by their physician to limit their physical activity should not use the DDR Controller.
- Persons under the influence of alcohol, or drugs that could impair a person's sense of balance, should not use the DDR Controller.
- The DDR Controller should be used on a clean, flat surface. Do not use the DDR Controller on concrete, rock or any surface with sharp or abrasive objects.
- Remove furniture or other objects in proximity to the DDR Controller, and use it in an area with plenty of space, away from walls or windows.
- Keep the DDR Controller away from open flame and other heat sources.
- Do not use the DDR Controller on a wet surface.
- Small children should be monitored at all times when using the DDR Controller.
- The cord for the DDR Controller should be placed properly to avoid risk of tripping persons.
- If two DDR Controllers are being used, make sure the DDR Controllers are far enough apart to avoid injury to players.
- When the DDR Controller is not in use, it should be removed from the playing area and stored properly.
- The DDR Controller is a delicate piece of machinery. Do not dismantle, modify, or intentionally abuse the DDR Controller. Such actions can void your warranty.
- Audio and video disruptions may occur during gameplay due to floor vibrations. Adjust the location of the DDR Controller to correct this problem.
- Please do not play the game at times when the noise or vibrations may disturb your neighbors.

USING THE DANCE DANCE REVOLUTION® CONTROLLER



SELECT **button:** Cancel

START **button:** Start Game/ Open QuickMenu

⊗ **button:** Confirm Selection

◉ **button:** Confirm Selection

Directional Arrows: Step on the arrows that correspond to the dance steps on the screen. During a freeze arrow, stand on the corresponding arrow through the entire duration of the arrow.

SELECT + START **buttons:** Resets the current game and returns to the Title Screen.

NOTE: Some button functions may be different depending on the mode you are playing. Follow the on-screen instructions or refer to other sections in this instruction manual for more information.

HOW TO PLAY

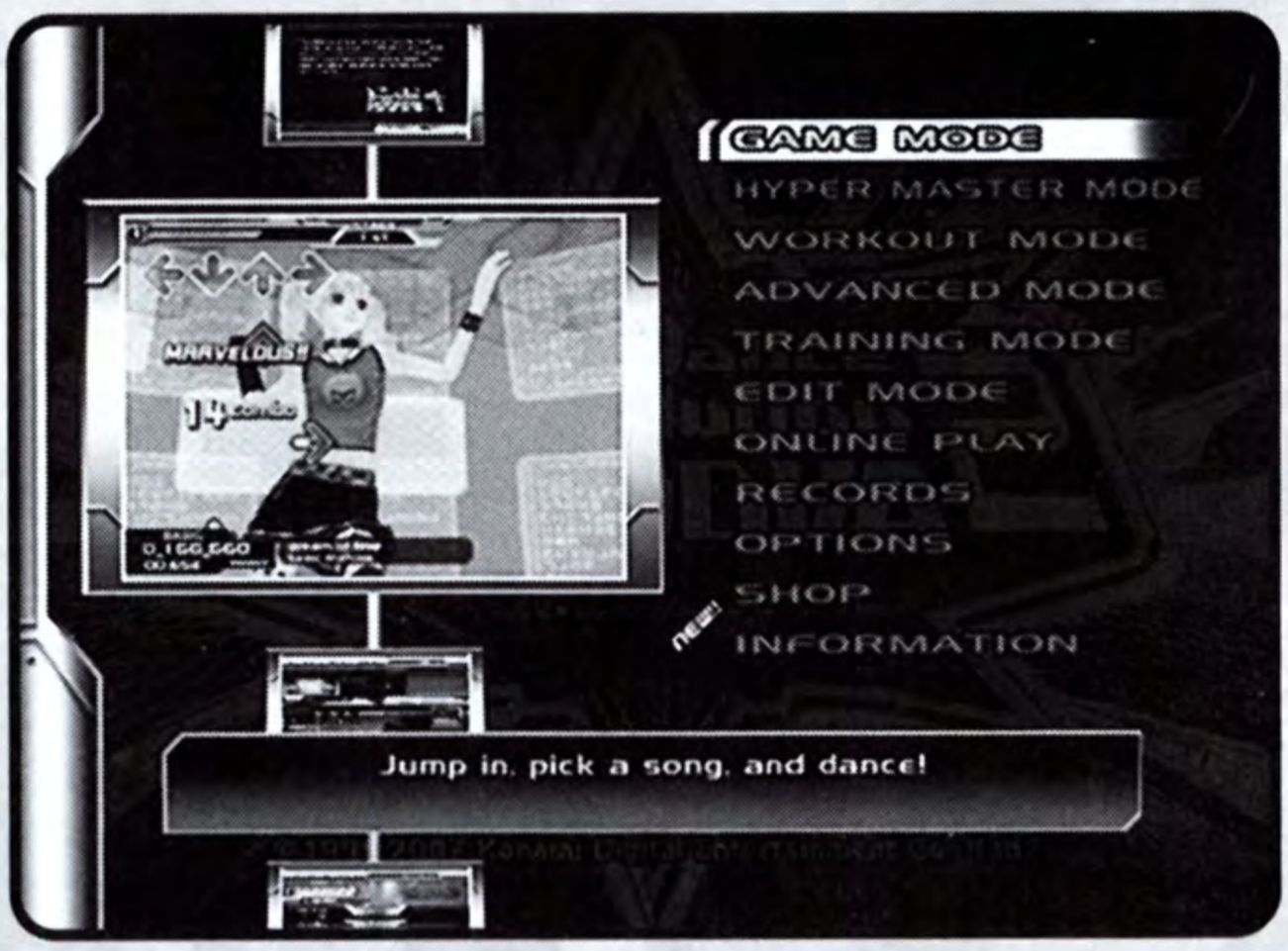
Dance Dance Revolution SuperNOVA2 is a game that combines quick reflexes and timing with dance music. All you have to do is press the correct directional buttons or Directional Arrows on the DDR Controller that correspond to the arrow(s) that appear on-screen. The correct dance arrow must be pressed when it crosses the permanent arrows inside the Step Zone. The Step Zone for each player is located in the upper part of the screen.

Build up your dance meter and continue to the next stage by successfully completing the dance steps. However, if you continue to miss dance arrows, the dance meter level drops. If the meter drops to zero, the game will end.

TIP: Listen to the music as you play and press the arrows to the rhythm of the beat.

STARTING THE GAME

After the introductory logos are displayed, the Title Screen will appear. Press the ⊗, ◎ or START button to bring up the MODE SELECT Screen. Use the directional buttons to scroll UP and DOWN to choose a mode and press the ⊗, ◎ or START button to confirm your selection.



NOTE: There are many different songs and modes in Dance Dance Revolution SuperNOVA2. Some songs, modes, and characters cannot be played until specific mission targets are cleared. Do your best and try to unlock them all!

GAME MODE: This mode is similar to the game mode found in other versions of DDR®. If you have an EyeToy™ USB camera (for PlayStation®2) connected to your game system the Hands & Feet difficulty setting can be enabled in GAME MODE.

HYPER MASTER MODE: Prove your worth as a true dancing master by completing this mode. Clear difficult missions with good combinations of Custom Modules.

WORKOUT MODE: Have fun while burning off those calories! WORKOUT MODE allows you to count the number of calories consumed during play. Access WORKOUT MODE to change your personal Workout Settings and view your historical workout data.

ADVANCED MODE: A mode for advanced players to test their skills with different rule sets. There are modes for two players, a Battle Mode for one player to play against the computer or a friend and a Course Mode to play though multiple songs in a row.

NOTE: When you start playing, only Battle Mode and Course Mode will be available. The remaining modes must be unlocked before playing.

TRAINING MODE: Having trouble with a particular song? Then this is the place to be! TRAINING MODE allows you to break down a difficult piece step-by-step so you can master the fanciest footwork.

EDIT MODE: This mode allows players to create original dance routines to any song. The dance steps can be saved and re-played in DDR SuperNOVA2.

NOTE: Interchanging edit data only works with the same songs that exist in each game.

ONLINE PLAY: You can connect to the Internet to play against other players or chat. Up to 4 players can play simultaneously.

RECORDS: Check out your High Scores for each section.

OPTIONS: Adjust settings for sound, display, your gameplay options and view the credits.

SHOP: Purchase new songs, courses, outfits and more with the points that you have earned while playing the game.

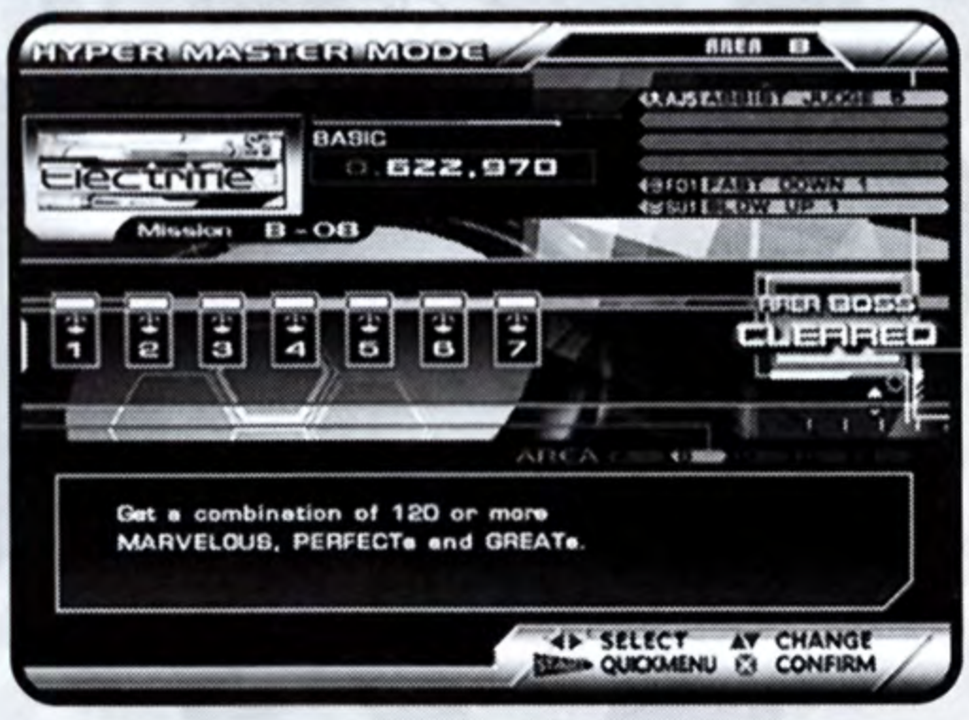
INFORMATION: This section contains important information about DDR SuperNOVA2 and tracks your progress through the game. As you accomplish certain goals and objectives in the game, this section will notify you each time a change to the game has occurred.

GAME MODE

This mode is similar to the game mode found in other versions of DDR. Choose your play style (Single, Versus, Double), select your mode (Tutorial, Beginner, Standard), select your music and step difficulty (Beginner, Basic, Difficult, Expert, Challenge), access personalized Edit Data (if available), change gameplay options (if necessary) and then begin playing a series of songs. Refer to the on-screen instructions for further information.

HYPER MASTER MODE

Prove your skill as a Dance Master in Hyper Master mode! This mode challenges you to clear courses of four to eight missions, followed by a super-difficult "boss" battle. If you can beat the boss, you can move on to the next course. Each mission and boss requires you to beat a particular song on a particular difficulty. Sometimes you have to meet additional requirements, like having a certain score or percentage of your dance meter left. The missions start easy, but the more you clear, the harder they get!



As you beat missions, you unlock Custom Modules. Equip a Custom Module to your dance avatar, and your dance abilities change. Your avatar's appearance may also change! There are three kinds of Custom Modules in the game, Supportive Modules that help you and Challenge Modules that make songs more difficult. You have to unlock new modules by beating missions, and then buy them in the Shop with points. You can equip up to two Challenge Modules, and four Supportive Modules.

Equip a Supportive Custom Module to your dance avatar to give yourself extra skills and abilities when completing a Hyper Master mission. You can use these special skills to make difficult missions much easier to pass. Be careful, though! The more Support Modules you use, the greater the penalty to your score. If you want to get the best score for a song,

practice until you can beat it without using any Support Modules to help you at all. Some challenges also become more difficult if you equip the wrong Supportive Modules, so choose your equipment before a song carefully.

If you equip a Challenge Module, you actually make it much harder to complete the song. If you beat a song with a Challenge Module equipped, the game gives you a special "Hyper Score", and may reward you by unlocking new Custom Modules. You can actually use Support Modules to help you beat a song with Challenge Modules equipped, but using them has a negative impact on your Hyper Score. Some levels are unaffected by certain Challenge Modules, due to the requirements of the mission.

The more missions you clear in different ways, the more points you get and secrets you unlock. You can use points earned in any part of the game to purchase Custom Modules, but can only unlock and use them in Hyper Master Mode. Use Hyper Master Mode to hone your DDR skills and enjoy customizing the appearance of your dance avatar.

WORKOUT MODE

In WORKOUT MODE, you can change the pattern of the steps to give you an effective aerobic workout, or play Courses that are best suited for burning calories.

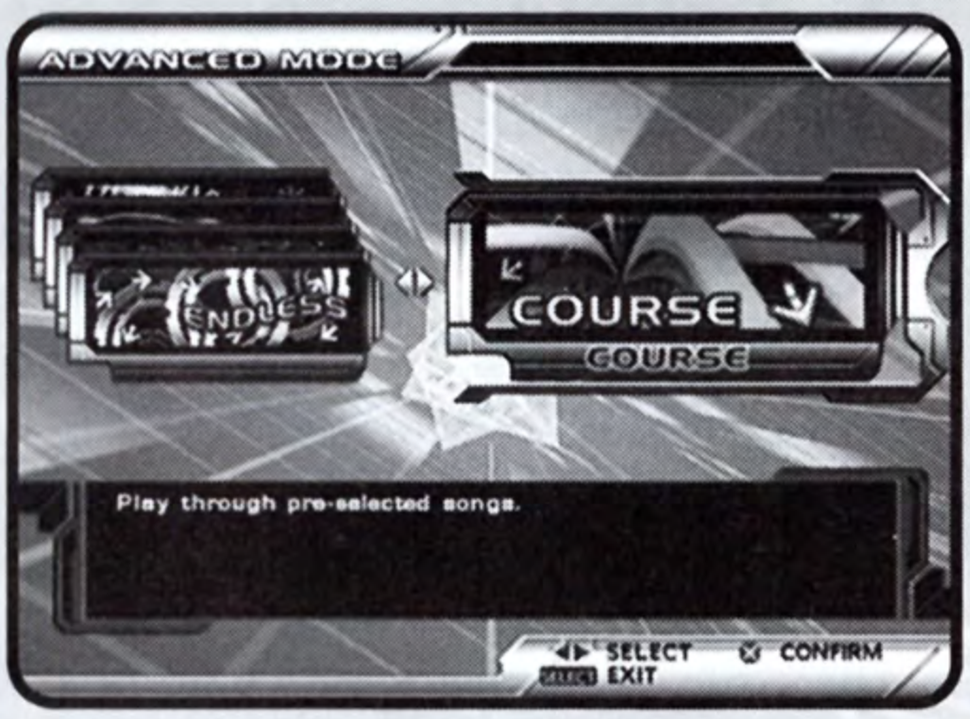
You can view your workout data in a number of fun ways, such as tracking the total number of calories you've burned, or converting your data to give the total distance ran. DDR SuperNOVA2 will track your distance in 10 mile blocks. You can also input your weight and save it as a graph, so use it to plan your fitness regimen!

Up to ten different players can track their data in WORKOUT MODE by saving play data to a User File.

Refer to the on-screen instructions for further information.

ADVANCED MODE

Geared towards advanced players, you can enjoy playing the game under more challenging rules. Advanced Mode features five different types of gameplay. Initially only the COURSE mode and Battle Mode are available. You will have to unlock the rest by achieving certain targets while playing DDR SuperNOVA2.



COURSE: Play a series of predetermined songs. You can also create your own original Course to play.

BATTLE: A mode in which you can build up power in your Attack Meter to attack your opponent as you play. You can play with two players or alone against the computer.

SURVIVAL: Get a rating of GOOD or lower 4 times, and the game ends immediately! This mode is for expert players. See how long you can keep playing.

COMBO CHALLENGE: The game is over once your COMBO ends! This mode is for super expert players. See how long you can continue to earn a COMBO.

ENDLESS: Keep on playing until the dance meter runs out. You can opt to only play songs of your own choosing, or add various Options to the game.

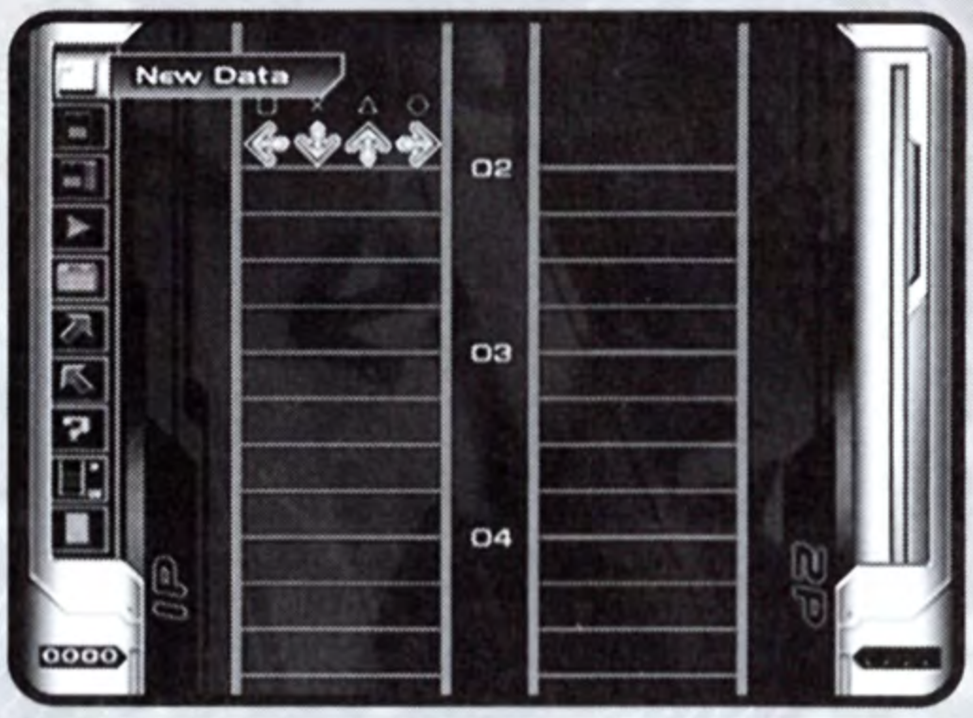
Refer to the on-screen instructions for further information.

TRAINING MODE

The TRAINING MODE is designed to help you practice any songs featured in DDR SuperNOVA2. This mode is especially useful when learning harder songs at higher difficulty levels. You can practice the entire song or concentrate on a specific portion of a song that gives you the most trouble. Choose the song you wish to practice and press the ⊗ or ◎ button to bring up the Training Menu. Refer to the on-screen instructions for further information.

EDIT MODE

EDIT MODE enables you to create a custom designed dance routine for any song featured in DDR SuperNOVA2. Dance routines can be saved to a memory card (8MB)(for PlayStation®2) for future playback or editing. Additionally the dance routines can be used in GAME MODE and TRAINING MODE. Refer to the on-screen instructions for further information.



NOTE: A DUALSHOCK®2 analog controller is required when creating edit data in EDIT MODE.

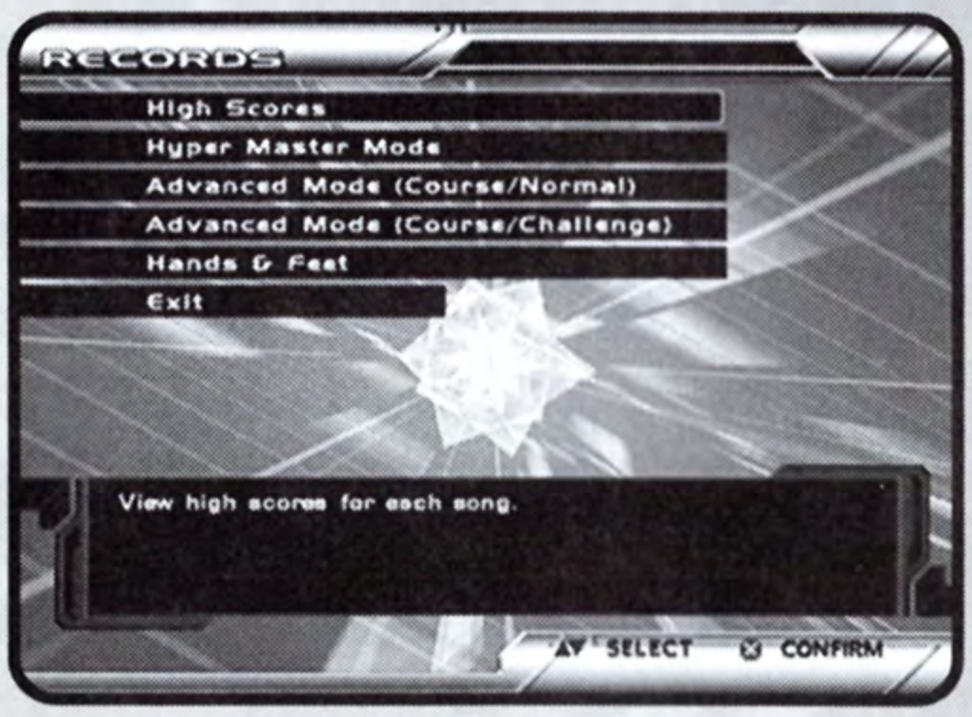
ONLINE PLAY

Compete with other players online, and fight for a place in the worldwide Internet rankings! Up to 4 players can play simultaneously.

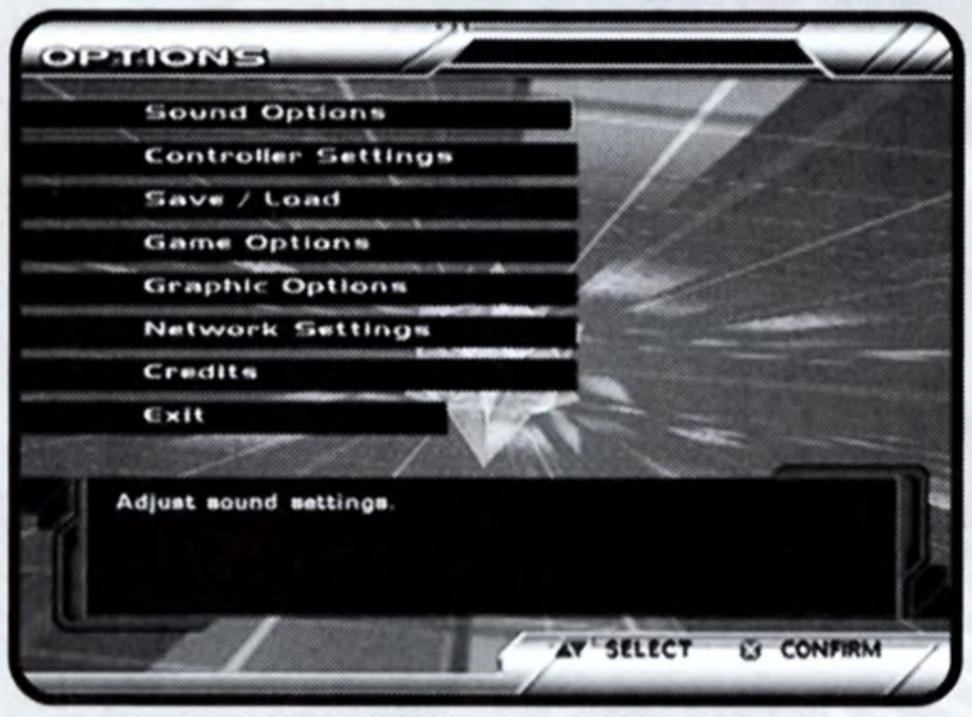
Before starting Online Play, ensure that the Network Adaptor (Ethernet/modem)(for PlayStation®2) is connected correctly. If the Network Adaptor (Ethernet/modem)(for PlayStation®2) is not properly connected, reconnect it and restart before attempting to enter Online Play mode. Refer to the on-screen instructions for further information.

RECORDS

Keep track of your progress and view your all time high scores! You can view scores from any of the following categories: High Scores, Hyper Master Mode, Advanced Mode [COURSE/NORMAL], Advanced Mode [COURSE/CHALLENGE], and Hands & Feet. Refer to the on-screen instructions for further information.



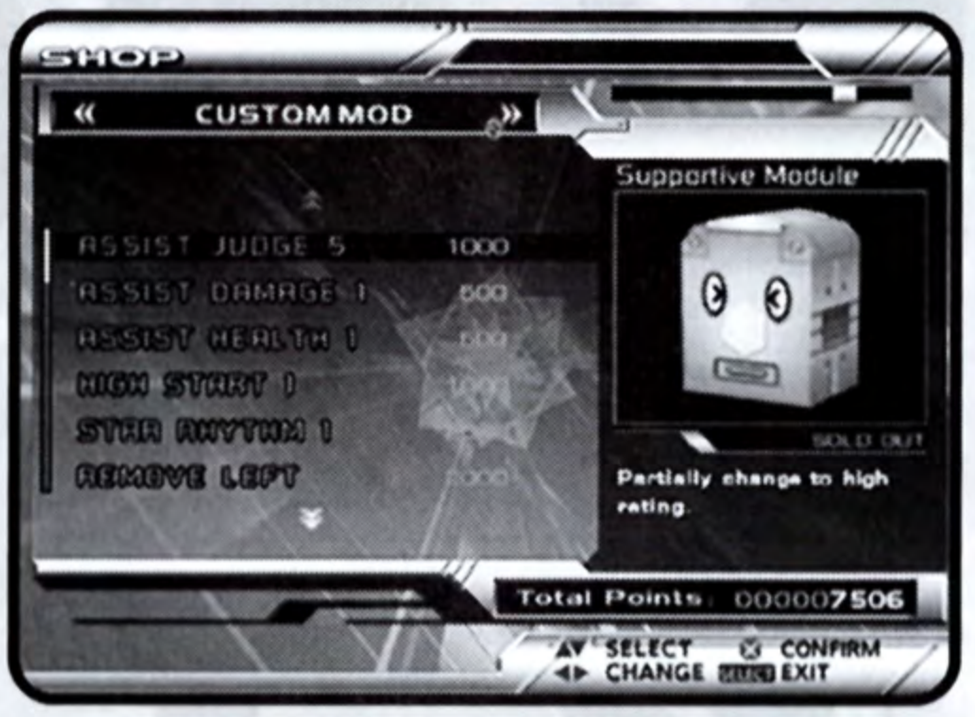
OPTIONS



The OPTIONS MODE contains a variety of settings that you can configure to suit your personal tastes. Press the ⬆ and ⬇ directional buttons to cycle through the desired options and press the ⬅ and ➡ directional buttons to change settings. After all settings have been adjusted, highlight EXIT and press the ⊗ or ◎ button to confirm the settings and return to the previous menu. Cancel a selection with the △ or SELECT buttons. Refer to the on-screen instructions for further information.

NOTE: This game is presented in Dolby® Pro Logic® II surround sound. Connect your game console to a sound system with Dolby Pro Logic, Dolby Pro Logic II, or Dolby Pro Logic IIx decoding to experience the excitement of surround sound. You may need to enable Dolby Pro Logic II in the audio options menu of the game.

SHOP



SHOP MODE is where you can unlock a number of great items by using the dance points you earned by playing. As you play through the game, more and more items will become available. Can you unlock it all?

NOTE: In order to purchase an item, you must have enough dance points in the bank. The game will display the current amount of dance points in the lower right hand corner of the screen. If this number is lower than the cost of the item you want to buy you will be unable to purchase it.

TIP: If you don't have enough money to purchase an item right away, simply play some more songs. Every song you successfully complete will add more dance points to your bank!

INFORMATION

Stop by INFORMATION to check out the latest updates. This is where DDR SuperNOVA2 tracks your play as you progress through the game. As you accomplish certain goals and objectives, this section will detail the changes. It also lets you find out more information about the songs in DDR SuperNOVA2, by letting you read the song's profile after you've beaten it once.

NOTE: When a new item has been added to INFORMATION the word NEW will appear on the MODE SELECT screen next to INFORMATION. It will also appear inside INFORMATION next to any item that has not yet been read.

MUSIC CREDITS

And Then We Kiss (Junkie XL Mix)
Performed by Britney Spears
Britney Spears appears courtesy of Jive Records by arrangement with
SONY BMG MUSIC ENTERTAINMENT
Written by Paul Michael Barry; Britney Spears; Mark Philip Taylor
Zomba Songs (BMI)/Britney Spears Music
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ANGELUS
Performed by Hitomi Shimatani
Written by BOUNCE BACK/BULGE
Arranged by Yasuaki Maejima
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2004 by Yomiuri-TV Enterprise, PRIME DIRECTION, INC., SUNRISE MUSIC PUBLISHING CO., LTD.
& BURNING PUBLISHERS CO., LTD.

Beginning Of The End
Written by Klayton
Performed by Celldweller
Courtesy of Fixit Music/Position Music

Can't Stop the Rain
Performed by Cascada
Written by Allan Eshuijs, Yann Pfeifer and Manuel Reuter
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℗ 2006 Zooland Records
Courtesy of Robbins Entertainment LLC

EternuS
Written by Anthony Konzel; performance by Sanxion7

EVERY LITTLE STEP
Performed by Bobby Brown
℗ 1988 Geffen Records
Courtesy of Geffen Records under license from Universal Music Enterprises
Written by Antonio "L.A." Reid and Kenneth "Babyface" Edmonds
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EPIC/SOLAR SONGS, INC. (BMI)
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Faster Kill Pussycat
Performed by Paul Oakenfold feat. Brittany Murphy
Written by Paul Oakenfold, Kelli Ali (Dayton), Ian Green & Anthony Crawford
Kelli Ali Copyright Control
Chrysalis Music
US/Canada o/b/o Oakenfold, Green Crawford
Published by Perfecto Music/Pollination Music
Published by PRS/MCPS
Courtesy of Maverick Recording Company
By arrangement with Warner Music Group Video Game Licensing
℗ 2006 Maverick Recording Company

MUSIC CREDITS

Fevah
Written by M. Johnson, J. Faria
Published by Orange Sofa LTD (ASCAP)/Copyright Control.
℗ & © 2006 System Recordings

Got To Be Real
Performed by Cheryl Lynn
Courtesy of Cheryl Lynn Productions
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Written by David Paich, David Foster, Cheryl Lynn
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Published by Cotaba Music (BMI), admin, by Peermusic, Ltd. (BMI)
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He Said She Said
Performed by Ashley Tisdale
Courtesy of Warner Bros. Records Inc.
By arrangement with Warner Music Group Video Game Licensing
℗ 2006 Warner Bros. Records Inc.
Written by Evan K. Bogart, Jonathan Rotem & Ryan Tedder
Published by Jonathan Rotem Music / Independent Music Publishing, LLC (BMI),
Reach Global Songs (BMI) obo itself & Here's Lookin' At You Kidd Music,
Write 2 Live (ASCAP) Used by permission. All Rights Reserved.

Just A Girl (Radio Edit)
Performed by Ian Van Dahi
Written by P. Luts, A. Coenen and D. Vervoort
Published by Rocks (ASCAP) o/b/o A&S Productions/Be's Songs
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(DANCE DANCE REVOLUTION SUPERNOVA2)

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